Artificer Subclass: Brutewright

Two Minds, One Body

Brutewrights are Artificers who have subjected themselves to radical experiments in physical augmentation with mutagens. As a result, they now harbor two selves: a brilliant master of mutagenics, and a savage, musclebound alter-ego. This internal duality is both a source of power and a personal struggle.

Level 3: Tool Proficiencies

You gain proficiency with alchemist's supplies. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Level 3: Brutewright Spells

As a Brutewright, you always have certain spells prepared after you reach particular levels in this class, as shown in the Brutewright Spells table. These spells count as Artificer spells for you, but they don't count against the number of Artificer spells you prepare.

Brutewright Spells

Artificer Level	Spells
3	*jump, thunderous smite*
5	*enhance ability, enlarge/reduce*
9	*haste, protection from energy*
13	*freedom of movement, staggering smite*
17	*destructive wave, greater restoration*

Level 3: Brutish Transformation

As a bonus action, you can surrender your keen mind and give way to a hulking brute. Being in your Brute form imparts the below effects on you for 10 minutes, until you become incapacitated, or until you take a bonus action to end them early. You can use this feature twice. You regain one expended use when you finish a short rest, and you regain all expended uses when you finish a long rest.

Temporary Hit Points. You gain temporary hit points equal to three times your Artificer level. Any remaining points go away when the feature ends.

Brutish Strength. You can use your Intelligence modifier in place of your Strength modifier when making ability checks, saving throws and attack and damage rolls using Strength. However, whenever you make an Intelligence check or saving throw, you don't add your Intelligence modifier to the roll, unless it's negative.

Smashing Strikes. When you hit with an unarmed strike, it deals 1d8 + your Strength or Intelligence modifier bludgeoning damage, instead of the bludgeoning damage normal for an unarmed strike. Once per turn when you hit with a melee weapon attack or unarmed strike, you can deal an additional 1d8 damage of the same type as the attack.

Spell Restriction. You can only cast and/or concentrate on a spell if it targets only yourself, or if it appears on the Brutewright Spells table and deals damage.

Level 3: Mutagenic Shot

While you have your alchemist's supplies in hand, you can use your action to touch a creature and briefly enhance its capabilities. Choose between Strength, Dexterity and Constitution. The target has advantage on all attack rolls, ability checks and saving throws using the chosen ability score until the start of your next turn.

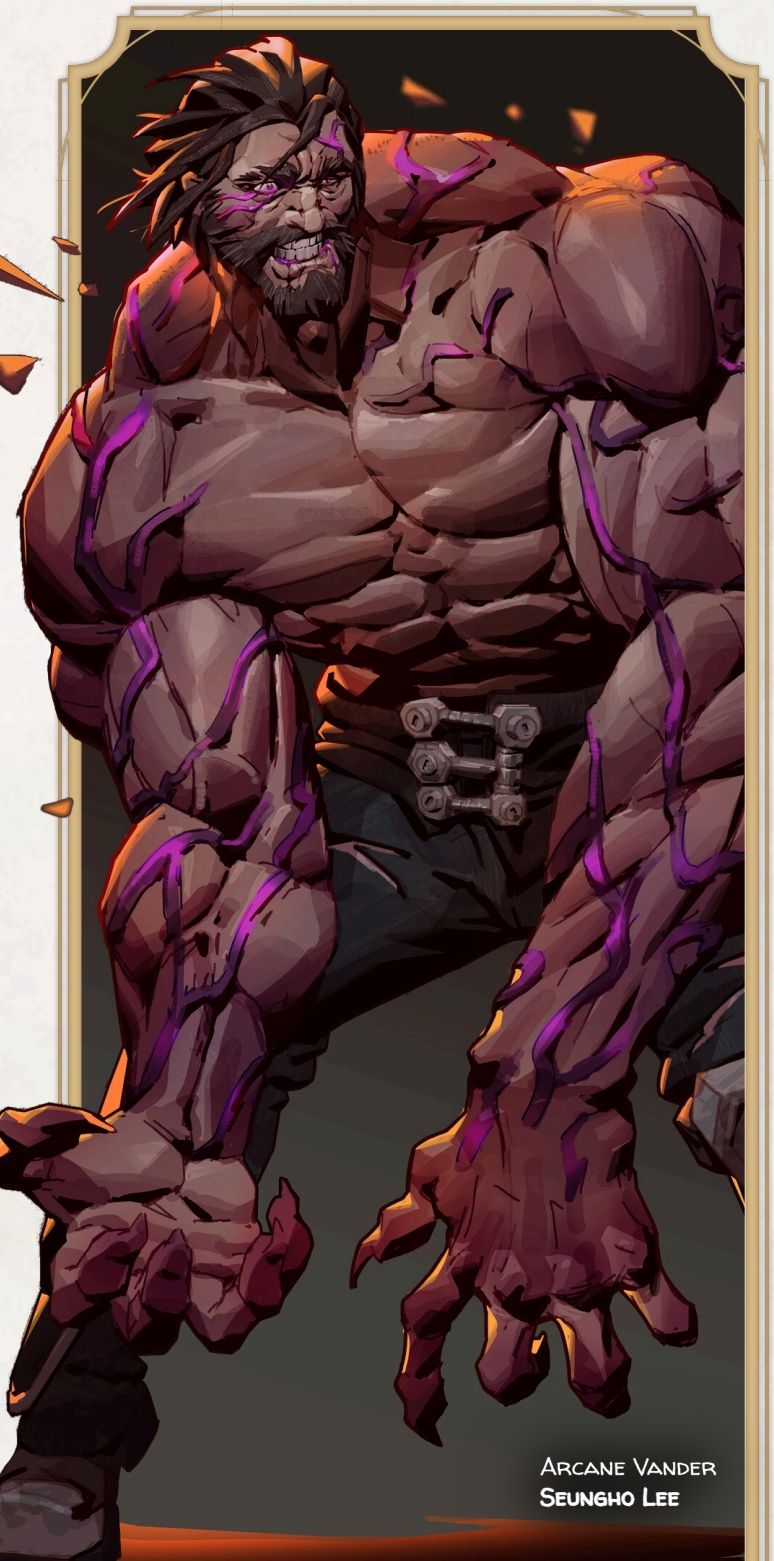
You can't use this feature while you're in your Brute form, and you can only use it a number of times equal to your Intelligence modifier (minimum once). You regain all expended uses when you finish a long rest.

Level 5: Enhanced Assault

You gain the following benefits.

Extra Attack. While you're in your Brute form, you can attack twice instead of once whenever you take the Attack action on your turn.

Strike Enhancement. While not in your Brute form, you can administer special mutagens to enhance your allies' strikes. Whenever you cast an Artificer spell on another creature, or use your Mutagenic Shot on one, the first time that creature deals damage before the start of your next turn, it can add your Intelligence modifier (minimum +1) to the damage roll. If the spell targets multiple creatures, you choose which one gains the benefit.



Level 9: Augment Specialization

Your mutagenic expertise allows you to shape your Brute form and your allies to be tougher, faster or larger. Select one of the options below. You can change your selection whenever you finish a long rest.

Adrenal Flood. While you are in your Brute Form, your speed increases by 10 feet and you have a climbing speed equal to your walking speed. When you deal the extra damage of your Smashing Strikes, you can move up to 10 feet without expending movement or provoking opportunity attacks, provided your speed isn't 0.

In addition, when you use your Mutagenic Shot feature, the target moves swiftly until the start of your next turn. Its speed is doubled and it can make one additional attack when it takes the Attack action.

Hulking Size. While you are in your Brute form, if you are smaller than Large, you become Large, and the damage die for your unarmed strikes increases to 1d10. If there isn't enough room for you to increase your size, your size doesn't change. When you deal the extra damage of your Smashing Strikes, you can push the target 15 feet straight away from you.

In addition, when you use your Mutagenic Shot feature, the target's melee attacks are enhanced until the start of your next turn. Its reach is 5 feet greater than normal, and on a hit it deals an extra 1d6 damage of the same type as the attack.

Ironclad Endurance. When you select this option, choose any two damage types other than force. While you are in your Brute form, you have resistance to those damage types. When you roll the extra damage of your Smashing Strikes, you also gain temporary hit points equal to that roll.

In addition, when you use your Mutagenic Shot feature, the target gains the damage resistances you chose until the start of your next turn. It also gains temporary hit points equal to your Artificer level.

Level 15: Master of Two Minds

You and your Brutish self have reached a point of equilibrium, and can work with synergy.

Adapt Augment. You can now change your choice of Augment Specialization when you finish a short rest.

Free Transformationation. You can remain in your Brute form indefinitely. Furthermore, you can transform into your Brute form without expending a use of the feature. You do not gain any temporary hit points for transforming in this way.

Devastating Smash. The extra damage of your Smashing Strikes increases to 2d8.

Supercharged Shot. When you use your Mutagenic Shot feature, you can extend its benefits, including any enhancements from your Augment Specialization, to last for 1 minute. You then can't do so again until you finish a short or long rest.

Subclass by Spaghetti0
Written for the 2014 Version of D&D 5e.
2024 version coming soon (when the class drops)
Click here to see all my homebrew!